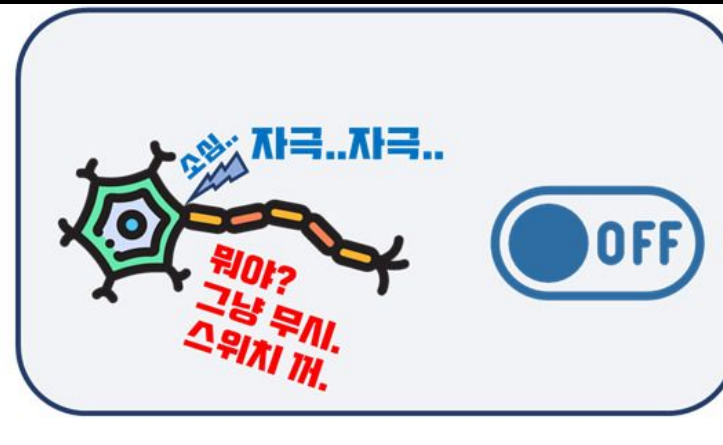


딥러닝 기초

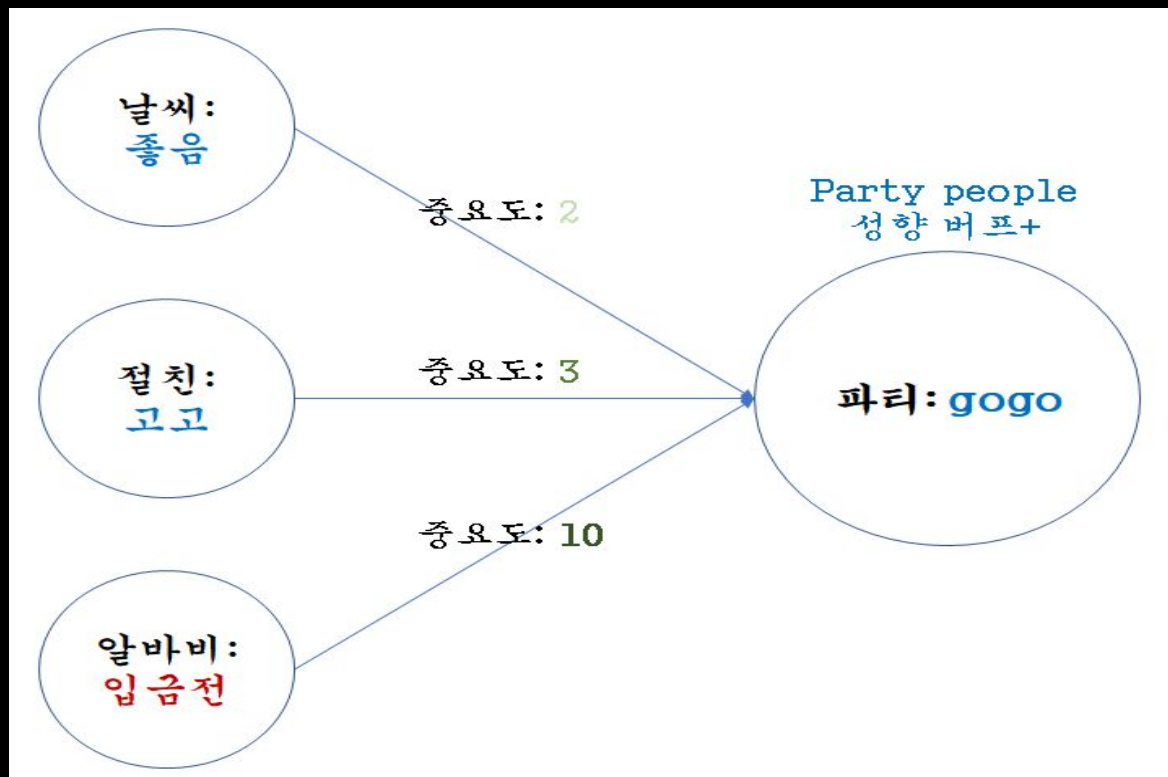
-02-

뉴럴 네트워크

뇌를 구성하는 뉴런

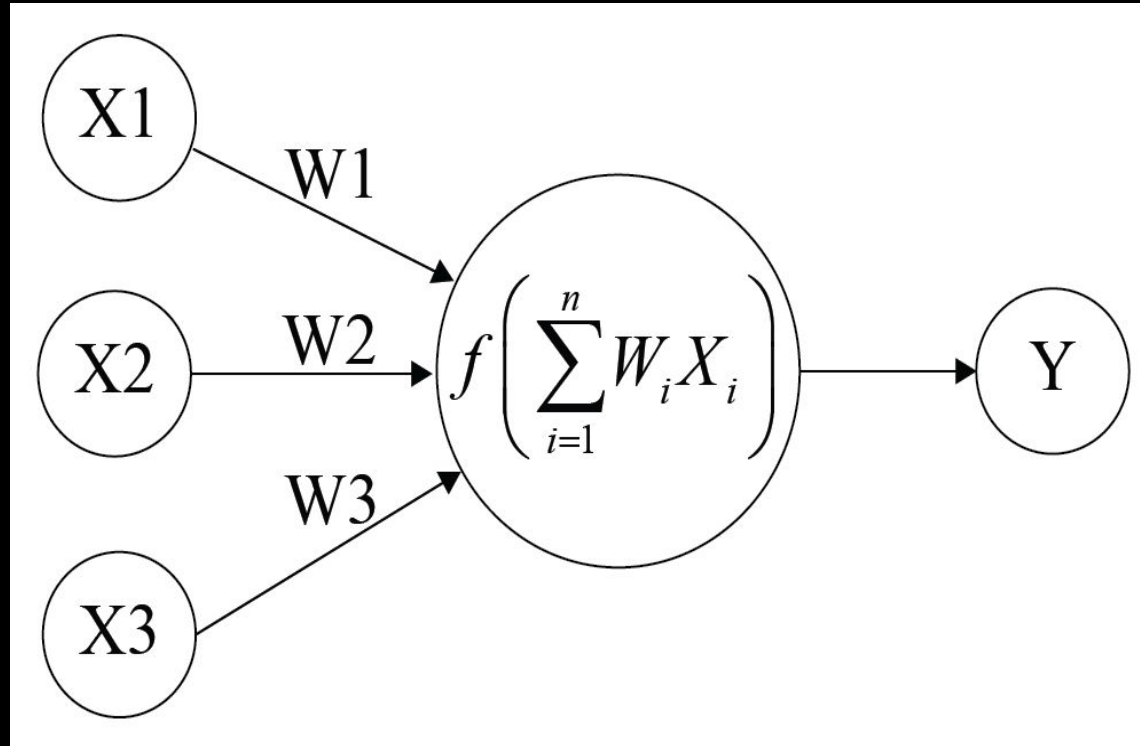


초기 인공신경망 Perceptron



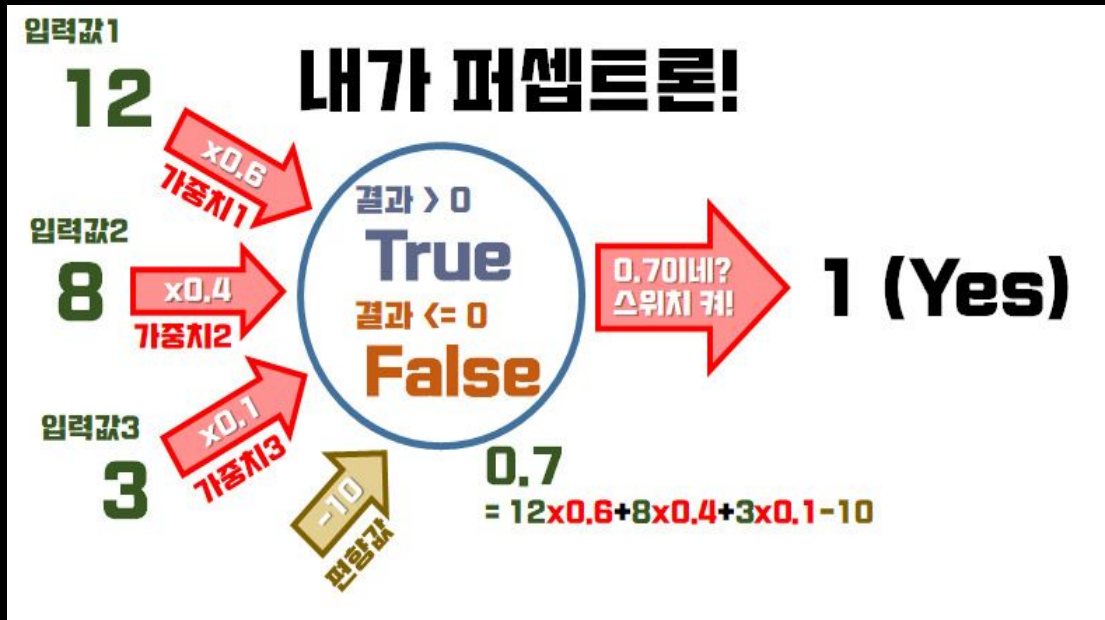
$$output = sum(weights * inputs) + bias$$

초기 인공신경망 Perceptron



$$output = sum(weights * inputs) + bias$$

초기 인공신경망 Perceptron



가중치

$$p(\boxed{x, y, z}) = \boxed{0.6}x + \boxed{0.4}y + \boxed{0.1}z - \boxed{10}$$

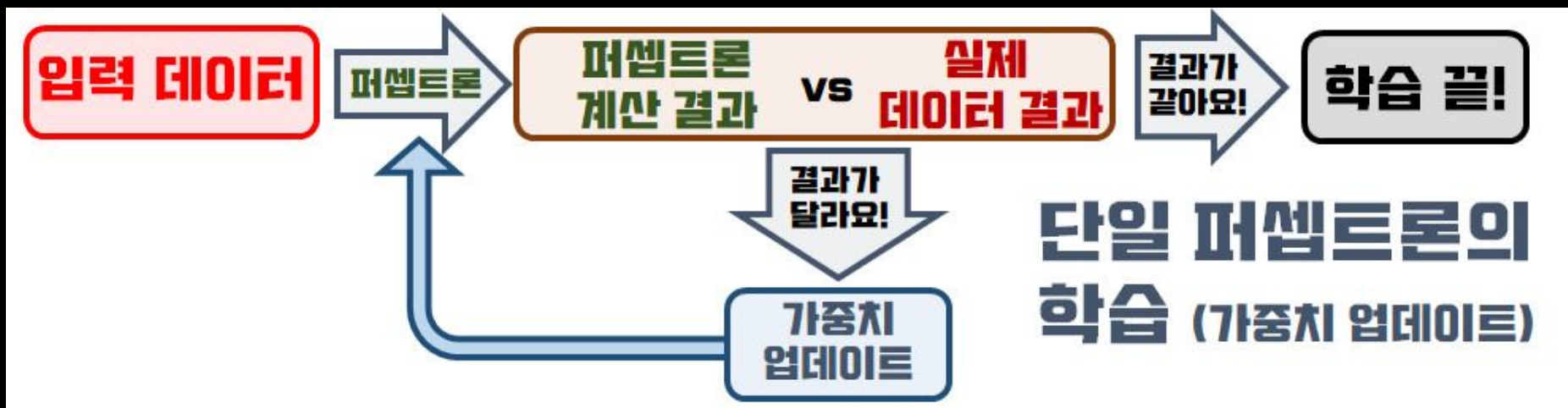
편향값

$$p(x, y, z) > 0 \Rightarrow \boxed{\text{True}}$$
$$p(x, y, z) < 0 \Rightarrow \boxed{\text{False}}$$

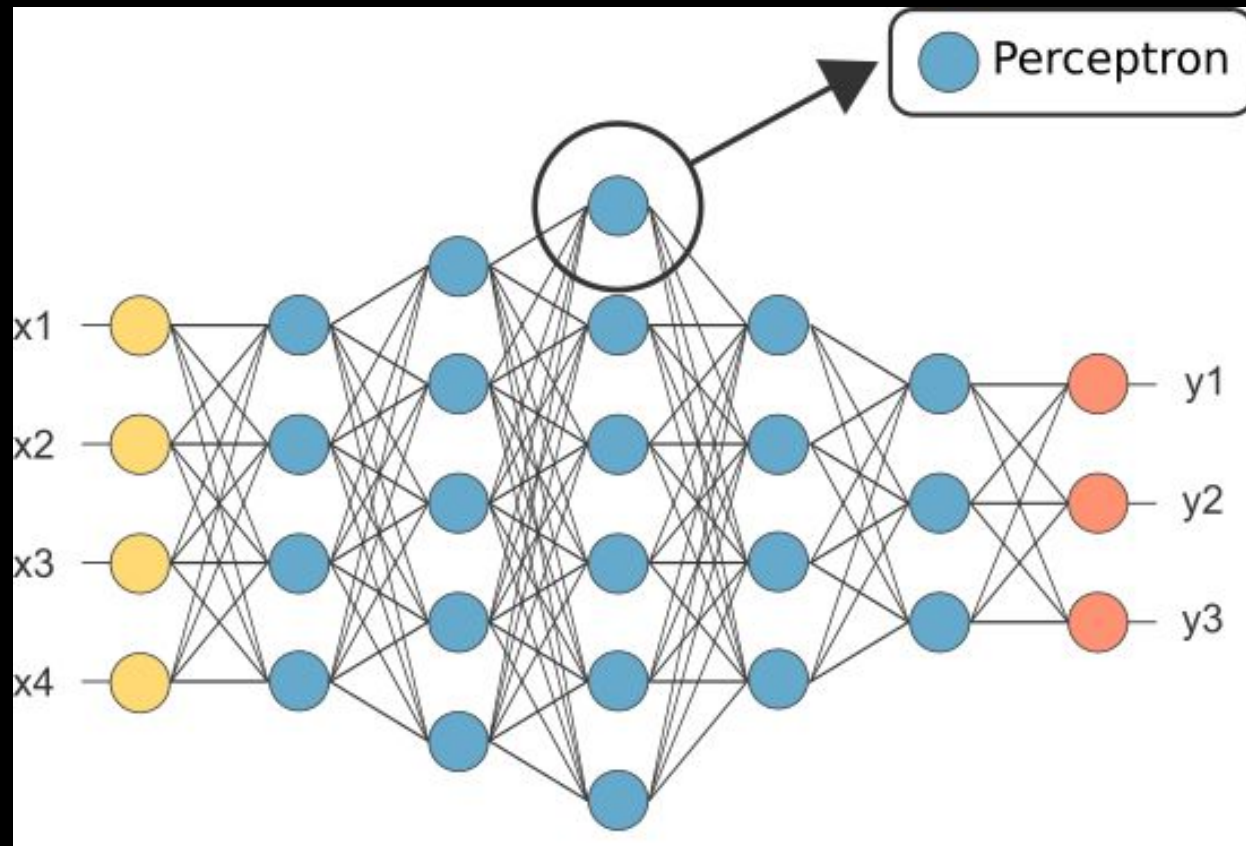
퍼셉트론

출력값

Perceptron 학습



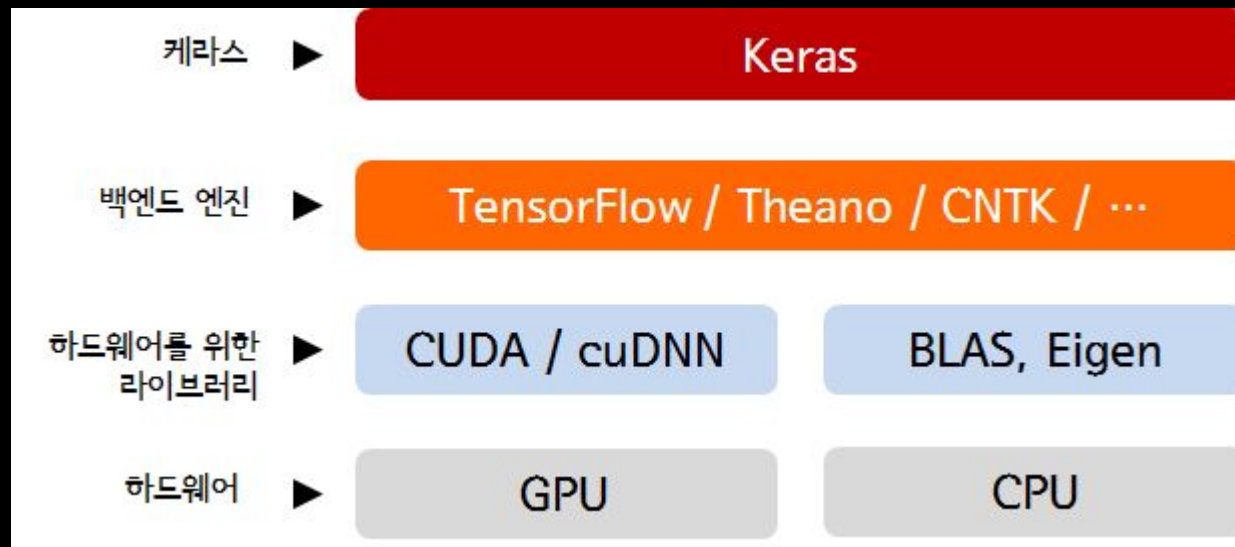
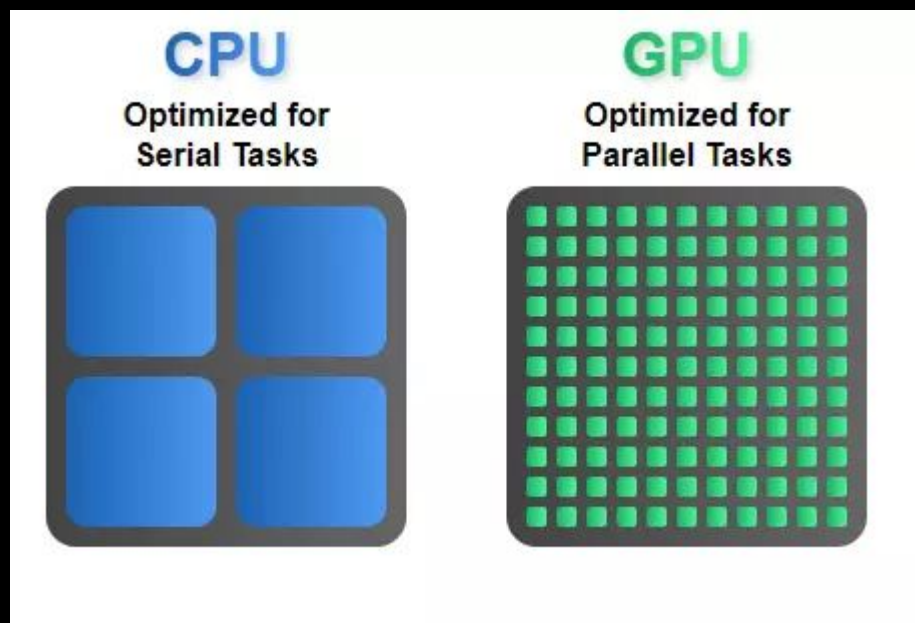
Neural Network



Neural Network 학습



Why GPU



키-몸무게 회귀 분석

Q&A